

# Jeremy Mamisao

film editor & director

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## a little about me

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I've spearheaded a video production company with 40+ clients, designed virtual reality experiences that alleviate the symptoms of chronic pain, and edited award winning virtual reality films. I excel at storytelling, conceptualizing, and executing creative ideas. I am drawn to new and emerging mediums, such as virtual reality and interactive experiences, and technology that looks towards the future. I take pride in my leadership ability and empower the people I work with.

## my specialties

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- Film editing & assistant editing
- Direction
- Motion graphics/2D animation
- Creative strategy
- Sound design & mixing
- Colour correction
- Project management

## software I excel in

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- Adobe Premiere Pro
- Adobe After Effects
- Avid Media Composer
- Final Cut Pro
- Adobe Photoshop/Illustrator/Indesign
- Shotgun Software
- Nuke/Nuke Studio
- Pro Tools

## languages I work in

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- English (Native)
- French (Full professional proficiency)

## work experience

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**Felix & Paul Studios, Assistant Editor**, Montreal, Canada, Jan 2018 – Nov 2018

*Felix & Paul Studios is the industry leader in the field of high-end cinematic virtual reality with an unparalleled reputation for producing the highest quality experiences in the emerging new medium.*

- Worked hand in hand with the directors and producers of Felix and Paul Studio's experiences. Created and conformed edits according to the team's creative and technical decisions.
- Prepared and organized footage to deliver content across all departments. This includes dailies ingestion (filmed footage & VFX sequences), preparing project files for offline editing, and bringing edits online.
- Edited supplementary content to the studios experiences, such as trailers, social media videos, and internal showreel content.

**Active Ingredient Creative Studio, Creative Director**, Vancouver, Canada, June 2014 – Oct 2018,

*Active Ingredient is a one stop creative agency and production studio specializing in internet ready advertisements and promotional videos.*

- As a co-founder, I directed the overall processes of video production, providing creative and technical expertise throughout pre-production, production, and post-production.
- Edited, animated and performed sound design/mixing for video productions.
- Directed colleagues/freelancers performing tasks such as writing, cinematography, and storyboarding.
- Performed internal/external business initiatives, including sales, marketing, and accounts.
- Managed client relations during projects and worked closely with my team on creating briefs, budgets, and delivering pitches.

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## work experience (cont'd)

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**Wealthy Commercials, Video Editor**, Oct 2017 – Jan 2018, Montreal, Canada

*Wealthy Commercials is an industry leader in producing corporate sales videos to help companies accelerate their sales and deliver their message to the world.*

- Contracted as a video editor, I performed aspects of post-production related to editing, sound, and motion graphics, in a high paced, quick turnaround environment.
- This included organizing/logging footage, creating offline edits and bringing them online, sourcing stock footage, and designing and animating titles/graphics.

**The Pain Studies Lab at SFU, Research Assistant/Designer**, May 2012 – Dec 2014, Surrey, Canada

*The SIAT Pain Studies Lab is building computerized aids with immersive virtual reality (VR) to help pain patients through meditation, biofeedback, and visualization therapy.*

- Conceptualized and created a VR project titled *Sensorium*. This virtual reality experience encourages users to guide visual and aural stimuli in a digital world by concentrating on their stress levels.
- Contributed to the development of VR projects used in clinical settings. Ran user studies for these projects: the "Virtual Meditative Walk" and "Möbius Floe".
- Created video content for the lab. This includes videos that educate on the issues of chronic pain and documentation how the lab's projects are progressing.
- Designed graphics for research papers, academic posters, and presentation slides.

## education

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**Simon Fraser University**, Burnaby, Canada

BA Joint Major, Interactive Arts & Technology, Communications


*Concentrated on film and animation. Capstone project was a biofeedback based VR project.*

- Open Undergraduate Scholarship Recipient
- Leadership Summit Award Recipient


## interests

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 Immersive Experiences & Virtual Reality

 Culture & Social Psychology

 Cinema (Art House, Animated, Horror)

 Electronic Music